|  |  |
| --- | --- |
| System Test Cases Since, we have only integrated the Game logic and Swing GUI for playing the game, our system test cases only contain test cases related to them. |  |

| Test CaseID | Test Suite Name | How to Test? | Test Data | Expected Results | Actual Results | Pass/Fail |
| --- | --- | --- | --- | --- | --- | --- |
| 1. | To Start a new Match in Swing GUI | Click on New Match button | - | Once you click the button, all the pieces for two players must appear on the board | Once the button clicked, game pieces appeared on the board on both sides for each player | Passed |
| 2. | To make a move in the new match using Swing GUI | Once you click on a game piece and then on the desired location, the game piece should move there | - | Game piece on the board should be able to move left, right, up and down ensuring that the game rules are abided by. | Game piece moved | Passed. |
| 3. | To attack a game piece using Swing GUI | A player can remove the game pieces of its opponent. | - | If the move made by player on the board is valid and rank order for removal is followed, then game piece of the player making turn should replace the game piece of its opponent. | Game piece of the present player replaced the game piece of opponent | Passed |
| 4 | To try to make a move when it’s not the turn of a player using Swing GUI | Player 1 will try making a move when it’s player 2’s turn | - | The system should display its which players turn. | System notifies player 1 that it is player 2’s turn. | Passed |
| 5 | To try to make an invalid move Swing GUI | If a player makes an invalid move (like move wolf into river), then that move should not happen. | - | Game piece should not move, if move is invalid | Game piece does not move. | Passed. |
| 6. | To win the match using Swing GUI | If a player reaches its opponents Den, then the player wins the game | - | System should notify which player won the game | System notifies if any player reaches the other player’s Den, that he/she has won. | Passed |